

VAMPIRE

THE MASQUERADE

Name:

Player:

Chronicle:

Nature:

Demeanor:

Concept:

Clan:

Generation:

Sire:

Attributes

Physical

Strength _____ OOOOOOOOOO
Dexterity _____ OOOOOOOOOO
Stamina _____ OOOOOOOOOO

Social

Charisma _____ OOOOOOOOOO
Manipulation _____ OOOOOOOOOO
Appearance _____ OOOOOOOOOO

Mental

Perception _____ OOOOOOOOOO
Intelligence _____ OOOOOOOOOO
Wits _____ OOOOOOOOOO

Abilities

Talents

Alertness _____ OOOOOOOOOO
Athletics _____ OOOOOOOOOO
Awareness _____ OOOOOOOOOO
Brawl _____ OOOOOOOOOO
Empathy _____ OOOOOOOOOO
Expression _____ OOOOOOOOOO
Intimidation _____ OOOOOOOOOO
Leadership _____ OOOOOOOOOO
Streetwise _____ OOOOOOOOOO
Subterfuge _____ OOOOOOOOOO
_____ OOOOOOOOOO

Skills

Animal Ken _____ OOOOOOOOOO
Crafts _____ OOOOOOOOOO
Drive _____ OOOOOOOOOO
Etiquette _____ OOOOOOOOOO
Firearms _____ OOOOOOOOOO
Larceny _____ OOOOOOOOOO
Melee _____ OOOOOOOOOO
Performance _____ OOOOOOOOOO
Stealth _____ OOOOOOOOOO
Survival _____ OOOOOOOOOO
_____ OOOOOOOOOO

Knowledges

Academics _____ OOOOOOOOOO
Computer _____ OOOOOOOOOO
Finance _____ OOOOOOOOOO
Investigation _____ OOOOOOOOOO
Law _____ OOOOOOOOOO
Medicine _____ OOOOOOOOOO
Occult _____ OOOOOOOOOO
Politics _____ OOOOOOOOOO
Science _____ OOOOOOOOOO
Technology _____ OOOOOOOOOO
_____ OOOOOOOOOO

Advantages

Disciplines

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Backgrounds

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Virtues

Conscience/Conviction _____ OOOOO
Self-Control/Instinct _____ OOOOO
Courage _____ OOOOO

Other Traits

_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
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_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO
_____ OOOOOOOOOO

Humanity/Path

_____ OOOOOOOOOO
Bearing: _____ ()

Willpower

_____ OOOOOOOOOO
□ □ □ □ □ □ □ □ □ □

Blood Pool

□ □ □ □ □ □ □ □ □ □
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Blood Per Turn: _____

Health

Bruised
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

Weakness

Experience

VAMPIRE

THE MASQUERADE

Merits & Flaws

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Other Traits

_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO
_____	OOOOOOOOOO	_____	OOOOOOOOOO	_____	OOOOOOOOOO

Rituals

Name	Level	Name	Level
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Paths

_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO
_____	OOOOO	_____	OOOOO

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

Armor

Class: _____
 Rating: _____
 Penalty: _____
 Description: _____

VAMPIRE

THE MASQUERADE

Expanded Backgrounds

Allies

Mentor

Contacts

Resources

Fame

Retainers

Herd

Status

Influence

Other(_____)

Possessions

Gear(Carried)

Equipment(Owned)

Feeding Grounds

Vehicles

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

Havens

Location

Description
